

GRAUSTARK

#64 "Fall 1907" (1965A); "Fall 1908" (1965JT); "Winter 1901" (1965L); "Fall 1901" (1965M)
This issue of GRAUSTARK is the largest postal Diplomacy bulletin ever published.

20 September 1965

1965A

RUSSIANS TAKE MUNICH; GERMAN END SEEN NEAR

ENGLAND: F North Sea-Bel; F Norway-North Sea; A St. P-Mos; A Liv S A St. P-Mos; F Bot S A Liv; A Den-Ber; F Bot C A Den-Ber.
FRANCE: F Por-Spa (south coast); A Gas S F Por-Spa; F Mos S F Por-Spa; A Mar & A Tun hold; F North Africa S A Tun.
GERMANY: A Kie S ENGLISH A Den-Ber; A Mun S ENGLISH A Den-Ber.
RUSSIA: A Tyr-Mun; A Boh S A Tyr-Mun; F Ber-Kie; A Pru-Ber; A Sil S A Pru-Ber; A War S A Mos; A Mos S A War.
TURKEY: A Pio-Mar; F Tyr-Wos; F Spa S F Tyr-Wos; F Lyo S F Spa; F Ion-Tyr; F Aog-Ion; A Von-Pio; A Rom-Tus; A Gro-Alb.

Underlined moves are not possible. The German army in Munich must retreat to either Burgundy or the Ruhr. This retreat must be submitted with the "Winter 1907" establishments and removals. Such establishments and removals may be made conditional upon the direction of the German retreat.

The High Combatant Powers now control the following supply centers:

ENGLAND: Belgium, Denmark, Edinburgh, Liverpool, London, Norway, St. Petersburg, Sweden. (8)
FRANCE: Brest, Marseilles, Paris, Portugal, Tunis. (5)
GERMANY: Holland, Kiel. (2)
RUSSIA: Budapest, Moscow, Munich, Berlin, Rumania, Serbia, Sevastopol, Vienna, Warsaw. (9)
TURKEY: Ankara, Bulgaria, Constantinople, Greece, Naples, Rome, Smyrna, Spain, Trieste, Venice. (10)
England, Russia, and Turkey may each establish one new unit. France must remove one unit. THE DEADLINE FOR WINTER 1907 MOVES IS SATURDAY 2 OCTOBER 1965.

LONDON: The German government-in-exile has requested the English army in Denmark to land in Berlin.

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1965L

HEAVY RUSSIAN FLEET EXPANSION

Winter 1901 establishments in 1965L are:

FRANCE: A Paris, A Marseilles.
GERMANY: F Kiel, A Munich.
ITALY: F Naples.
AUSTRIA-HUNGARY: A Budapest, A Vienna.
RUSSIA: F Sevastopol, F St. Petersburg (north coast), A Moscow.
TURKEY: F Constantinople.

On the deadline date of 11 September 1965, all players were informed of these establishments. A deadline date of Saturday 25 September was set for "Spring 1908" moves.

VIENNA (25 December 1901): His Majesty Franz Josef made a major policy speech today. The most important parts are quoted. "I assure peace with Turkey if the poor Bulgarians are freed and left for other, more wholesome (in other words, Austrian) influences. It is unfair to keep the poor Bulgars in slavery, and that is exactly what Caliph Reinsol is doing. I advise Turkey to keep out of the Balkans before it is too late.

"Once more I warn Russia to be satisfied with Rumania and leave the rest of the Balkans for Austria-Hungary. It will also be considered an act of aggression if any aid is given to the Turks.

"I appeal to the Czar to leave Germany alone also, or he will find himself fighting a two-front war against superior forces. For every army he attacks Germany with, that will be one less to defend Rumania, and ultimately, Russia itself."

His speech ended with him commending the Italians for "taming the Savage Barbarians and showing them the way of civilization."

VIENNA (26 December 1901): Franz Josef made another speech today, but it is mainly an addition to yesterday's speech. He sympathized with the "poor Scandinavians" and said he was delight-

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1965A (continued from p. 1)

The French ambassador is reviewing proposed English fleet assistance in keeping Turkey out of French possessions and cities in the northwest.

WASHINGTON (20 September 1907, AP): Prof. Karl Kautsky, a German refugee, today told a congressional committee how a clique of militarists with the overt backing of the British government is keeping Germany in the war despite overwhelming popular preference for a negotiated peace.

Speaking in fluent English, Prof. Kautsky, who before the war was a leader in the German Social Democratic Party, told members of Congress and the press that the German people "at any time in the past four years would have gladly voted their nation out of the war, had they been given the chance".

Kautsky blamed the plight of the German people on an anti-Russian alliance concluded between the Kaiser and "the war lords of Whitehall" before the war. "With the reverses of 1904," he said, "it became obvious that England was prepared to fight to the last German. While England revels in the spoils of St. Petersburg, two German armies were wiped out on the plains of eastern Europe. Last year two more armies and a fleet were annihilated, while England grows strong on German suffering, and savage Cossacks stable their horses in Berlin and Munich. Germany has been martyred to serve England's imperial ambitions. We, the people of Germany, appeal to the United States of America to negotiate a peace in Europe."

WASHINGTON (21 September 1907, AP): The Crown Prince Wilhelm, now a visitor in America, scoffed at reports that Germans wanted out of the war. "This Kautsky represents only a few socialistic malcontents," he told reporters. "The German people are united in their determination to stand by their English brothers and throw off the Russian yoke." When asked by a reporter when he planned to return to Germany, the Crown Prince hastily terminated the interview.

A source close to President Watson indicated that the American offer to negotiate an end to the European war has been repeated to all belligerents. The Farmer-Labor Socialist Peace Party will reportedly campaign for re-election next year on a platform of continued non-involvement in the war.

1965L (continued from p. 1)

ed to see at least Denmark under "safe" rule. He also wished the Kaiser good luck in taking Belgium from the decadent French, and told the French that any attack on Italy would mean war.

VIENNA (27 December 1901): Franz Josef made a new law today, which abolishes all tariffs on goods going between Austria-Hungary and Germany. The Kaiser is expected to deliver a speech on this very subject soon. He gave no reason why he wasn't also abolishing those between Italy and Austria-Hungary; perhaps this has something to do with the prohibition of Tyrolian hot-dogs and moonshine to Italian soldiers.

VIENNA (28 December 1901): Franz Josef announced the formation of two new armies, one in Vienna and one in Budapest. They are expected to meet the threat of Russian invasion; an invasion is not expected at this point, but all risks are pointless.

BUDAPEST: The "vampire" scare of three months ago has started up afresh, with the news that Count Bogerlubov (known as "the Insatiable") has escaped from the Werewolf and Vampire Jail. The air reeks of garlic necklaces, and there are few people without crosses around their throats. At night almost all are awake, listening for sounds or sharpening their vampire-stakes. The police promise to apprehend Bogerlubov as soon as impossible.

Lloyd's Intelligence Estimates

ANDORRA (24 November 1901, J. P. Morgan Leased Wire): Subscribers will please note our removal to newer and more secure headquarters. Due to our absolute con-

viction (based on undeniable intelligence information of the highest calibre) as to the imminent invasion of Switzerland by one of the presently pugnacious Powers of Europe, we have relocated our entire covert operations and allied orgiastic demonologic celebrations to this remote principality in the Pyrenees, known primarily to run-runners and stamp-collectors, which is undoubtedly entirely safe from incursions by the incompetent French.

SCORNECARD...Our first (Summer 1901) Independent Intelligence Analysis of Europe proved to have an accuracy factor of an astounding 86.23%, discounting, of course, those situations wherein the principals involved were too lethargic or stupid to do as they had ought. An analogue of such success in intelligence operations would be impossible to find.

Because of our understandable pride in this unparalleled accuracy factor, we shall now abandon our cloak of anonymity and identify the intelligence analysts who personally compile each Appraisal. (Remember, these resilient analysts are untouchable in the Pyrenees.) The Summer 1901 Appraisal was authorized by Adam Link (score - 86.23). Your present analyst is Susan Calvin. I expect to beat old Adam out in the overall Accuracy Factor score, if you fighters will just help a gal a little.

This is

Now for an analysis of the European situation. General war still appears inevitable, despite the fact that only minor clashes in the Black Sea and Bulgaria have taken place between major powers. Italy and Austria-Hungary just have too many raw rubbing spots between them to avoid conflict for long. Ditto Turkey and Russia.

O At
P Grant
E Intervals
R This
A Appears
T To
I Inferno
O Optic
N Nerves

If Italy raises a new fleet, will it be aimed at France or Iberia? Prediction: Germany to raise armies in Munich and Berlin and turn southward.

Our hats are off in admiration to the gallant Belgian Navy for its smashing victory over both the cowardly British Naval Squadron and the drunken German Grand Fleet.

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Russia has become the new Colossus of the North. Will she find allies or only enemies there?

Has England boxed herself in in favor of her French ally? And has Germany miscalculated in the East?

Turkish sailors have vindicated themselves, but have yet to dare the seas westward of the Dardanelles.

Innsbruck is readying itself to welcome the next wave of "liberators".

The French pulled off quite a coup in the Fall of 1901, but can they hold their gains?

The Lone Wolf continues his successes. The Berlin-Baghdad Railway is kept. England rules the Waves - and Wales.

THE DIPLOMATIC POUCH

JOHN BAYNE, 55 Bellary Road, Scarborough, Ontario: I am not a Socialist. I used to be though in my later school days (last year to be exact) but I figured I was going to be disillusioned by the antics of Tommy Douglas and I was. Now I even think the Americans have some right to be in Viet Nam mainly because I'm chicken and have to have to fight the Gories over here. ((How did you get the idea that the Viet Cong is interested in Scarborough, Ontario?)) Also there is some inference that I am a Sacred (Bob Lake can't write too well.) You've gotta be kidding on that one!

JOHN W. SMITH, 621 East Prospect, Girard, Ohio: ((In the Russian moves in "Spring 1907" or 1965A)) the removal of the French army from Piedmont will prevent it from countering the move to Tyrolia. Am I correct? This is, are you going to Koning's ruling in this matter? ((I'm not quite sure what is meant here. In fact, in this move, France ordered A Fle-Mar, which could not of course impede the Russian occupation of Tyrolia.))

Re your questions ((about proposed rating systems, in GRAUSTARK #62, p. 4))

in the event a player resigns and a replacement is found the replacement will assume complete responsibility for the final outcome. Of course he would not be expected to assume responsibility for any penalty points that are the result of the play of the resigner. What I mean here is that the replacement will not be assessed for any moves missed by the resigner. In the Calhoun-Tzudiker case ((Germany, 1963B - see MURITANIA)) Tzudiker will be scored as if he had started the game with Germany. Calhoun will be held responsible for only the moves he missed or caused to be missed by his resignation. The scoring in this situation might seem a little unjust, but it must be assumed that the replacement accepted the position with full knowledge of the situation. Besides, I cannot believe that anyone plays Diplomacy only to build a large score. I would think that the average player of Diplomacy would hold in higher esteem the opinions of his fellow players.

As for your second question concerning team scoring, teams would be scored as teams. No distinction would be made between the individual players. The rules for team Diplomacy require the individual members of a team to agree to unbreakable alliances. This would eliminate the possibility of scoring each member.

The player of Diplomacy should be scored for his ability to survive, to grow and finally, to assume responsibility for his charge. In scoring survival the awarding of a given amount of penalty points, irrespective of when the player was removed, should be avoided. Such a system fails to make the proper distinction between the player who manages to survive, say, seven years and the player who is quickly wiped from the board. A system whereby such distinctions are taken into account presents a fairer picture of a player's ability to survive. Therefore, I argue that a penalty be assessed for each year the game continues after a player is removed.

The 1 point for every supply center controlled at the end of the game does not need comment. I do not feel that a bonus for winning should be awarded. All too often the margin between the winner and the runner-up is one or two pieces. Also, it is obviously wrong to ignore the efforts of the remaining survivors. In answer to Mr. Clark's comment that bonus points should be awarded to the winner for "each player forced out of the game", it would be a rare situation when the winner was responsible for every removal in the game. So why should he receive credit for something he did not do? The award of 1 point for every supply center controlled at the end of the game is to give credit where credit is due, which would take into consideration the situation where the winner forced a rival out of the game.

I believe everyone by now is familiar with my position regarding those irresponsible individuals who default or otherwise fail to ensure moves are received by the Gamesmaster. A penalty is needed, in my opinion, to correct the situation, or at least make the individual's score reflect his lack of responsibility. No distinction should be made between the individual who has a "legitimate" excuse and the person who does not enjoy the luxury of possessing such an excuse. When a player signs up for a game he unconditionally agrees to send in moves, or to ensure that moves are sent. A discussion of circumstances has no bearing on this issue. May I point out, Mr. McCallum's unique experience. The gentleman toured England, parts of the Continent, and Canada, without missing a move. And I must add, in this instance I wished he had missed moves, for he was giving me a very bad time of it. Again, a system whereby fine shadings can be had is needed. There are two situations in which a fine distinction must be made if we are to score correctly a player's responsibility. One, obviously the harm arising from a default early in the game is more serious than, say, the harm arising from a default in the last year. Therefore, I contend that a penalty should be assessed for every move missed until the defaulter's country is removed from the game.

Two, there is the situation where a player may miss four or five moves and then quite unexpectedly resumes play. What should be done? The person did not default. So it would be impossible to penalize the individual under Mr. Clark's system. But some accounting should be made. Assuming an accounting is to be made, the problem is then what penalty will be assessed. Any answer is arbitrary, of course. So why not at least attempt to develop a flexible system? Penalize the player for each and

every move missed, until the defaulter's country is removed from the game.

JOHN A. McCALLUM, "A" Quarters, S. E. S., Ralston, Alberta: Concerning Reinsel's rating scheme. As I wrote him last week there is, I think, one bad feature to any such ranking scheme. Diplomacy games last about a year. There are very few people who can be certain a year in advance exactly what their commitments will be, and, in fact, many games have had players who have had to drop out in mid-course for one reason or another. At present it can be arranged to get alternate players to take over the abandoned positions. At least you have always been able to do so in your games. The player taking over often has an interesting position and it is a pleasure for him to see what he can do with it. ((Rotsa ruck with Franco in 1965A.)) Once a ranking scheme comes into effect, though, things will be different. Presumably the success or failure of that country will be charged to the substitute player, not to the original player. Will anyone be willing to take over a hopeless cause when the outcome is certain and he knows that it will mean a lowering of his ranking? I think not.

I think just a list of past winners makes a far better "Hall of Fame" and one not subject to the disadvantage of scaring prospective players away from substituting for those who have to resign. In addition to the three games which are finished there are well over a dozen now in progress and one or two others forming, so that a year from now the list of winners should have about 15 or 18 entries; anyone whose name appears once will be a good player, anyone whose name appears several times will be an excellent player, and this information will be furnished automatically, without any scoring machinery.

Of course, I realize that what Charles Reinsel was trying to do was to set up a scheme which would rank all the players and not just those at the top. But I don't think his ranking system succeeds in doing that anyhow. In 1964A, for example, Derek Nelson was a leading contender all the way, and finished the game with 15 pieces on the board. What does he not for this achievement? One point. A man who just manages to stay alive through a game - myself in 1964B, for example - and ends the game with one force still in action likewise nets one point, in spite of the wide difference in real achievement in the two cases. Can we say that such a ranking scheme really grades the skill of the players, other than those who win games?

Speaking of winners, a year ago...the suggestion was made that a championship game be played as soon as enough games were finished to provide 7 previous winners to enter it. The time is approaching; 3 games are over, 1963B should end very soon, and 1964C and 1964D should end in a few months. I don't know what game will be the seventh but there are several which could easily end by January, say. Are you going to run such a "winners only" game? ((I'd be glad to.)) If you are one of the eligibles yourself, is there some other reliable Gamesmaster who could run it? ((Koning? Brannan?))

If there is such a championship game would there be any possibility of having a suitable trophy, do you think? Judging by the length of the list of postal Diplomacy players which you published in CHAUSTARK, we are getting to be able to put up such a trophy, suitably inscribed, without the cost per head being excessive. It would be nice if the winner of the first championship game had some sort of tangible award to show for his efforts.

ERIC BLAKE, P. O. Box 26, Jamaica, New York 11431: I assure you, Mr. Koning, that I was not "putting on" our Gamesmaster by pointing out Earl Robinson's Communist affiliations. In the Guide to Subversive Organizations and Publications of the House Committee on Un-American Activities for 1961, Earl Robinson is listed together with Paul Robeson as a leader of the "Musicians Committee to Secure Clemency for the Rosenbergs". Under the circumstances, I do not believe that his connections with the pro-Communist apparatus can be legitimately called into question.

CHAUSTARK's Canadian readers are reminded that American banks discount checks drawn in Canadian dollars on Canadian banks at 7 1/2% on the dollar. Please keep this in mind when remitting subscription or game fees.

LET'S PLAY WAR. BANG! YOU'RE DEAD! NOW WHAT'LL WE PLAY?

As observed in a previous issue of GRAUSTARK, war toys are not presently placed on the market with the deliberate intent of indoctrinating children to become killers. But the toy manufacturer after a fast buck does have this effect on the users of his products. And with the increasing American involvement in Vietnam, war toys have also escalated.

In the New York Times of 24 July 1965, Joan Cook comments on the popularity of a doll for boys, "the first to score...since Raggedy Andy". This doll is Hasbro's G. I. Joe, a three-dollar male version of the familiar "Barbie" doll. G. I. Joe has movable limbs on which can be fitted military outfits ranging from a \$2 Combat Field Pack Set to a best-selling Deep Sea Diver Equipment Set which retails for \$8. Other accessories include uniforms in everything from the Army Special Forces to the Marines, a plastic dog-tag "imprinted with name, rank, and serial number", a candy bar, sneakers (presumably for the little old ladies in tennis shoes), comic books, and a monthly newspaper. Presumably the next item to be manufactured will be a low-cost Viet Cong doll, built internally like the talking dolls for girls, who will blurt out the position of his unit when suitably tortured.

Miss Cook begins her article with a digression on the why of military toys: "The earliest types of play probably developed from the instinct for self-preservation. Instinctive animal play is practice for survival: the kitten's ball of yarn is tomorrow's mouse."

But the toy business is highly competitive, and the search for a fast buck is probably the major determinative in putting such things as "G. I. Joe" in the hands of the nation's children. "Hasbro executives occasionally indulge," Miss Cook writes, "in long-range fantasies in which endless generations of boys collect G. I. Joes, complete with uniforms and accessories, like electric trains - a kind of perpetual sales in motion." But with criticism from peace groups has come a defensive attitude on the part of toy firm executives. Merrill Hassenfeld, the president of Hasbro, says, "I have always been a firm believer that there can be no civilization without the soldier. He represents a civilizing rather than a destructive force."

A dissenting opinion is presented by John Wilcock (a Canadian, like many postal Diplomacy players) in his column in the Village Voice of 5 August 1965. He quotes the monthly newsletter of "No War Toys", a peace group:

"Strange as it may seem to most Americans, many countries invaded in World War II manufacture no war toys today and children from these countries seem to have no special desire or even liking for such toys. Adults in these countries know war from first-hand and bitter experience, and they know how dangerous it is to play with on either an adult or an infantile level...Here not only are war toys manufactured, blatantly advertised, and sold to parents, their numbers and the complacency needed for their existence are constantly increasing...for children growing up in America is becoming a subtle conditioning to accept violence and war." For further information write to No War Toys, 924 Lincoln Blvd., Santa Monica, California. A subscription to their newsletter is \$1, and a lapel button which reads "Blame the Toy Industry" can be obtained for 25¢.

As for Diplomacy itself, our game was recently the subject of a satirical editorial in the Norfolk (Virginia) Pilot. Taking off from a Diplomacy ad in the New York Times, it speculates on what will happen if a Diplomacy player is a sore loser. "It will be necessary to invent a new game to give the loser power a chance, unless real-life diplomatic relations across the hedge are to be severed. We might play a round of 'Subversion' with Good Guy, clean-shaven marksmen in trenchcoats, pursuing Bad Guy, bearded marksmen in trenchcoats, about the board." There might also be "Intervention": "You... a Free Nation imperiled by the manipulations of an Alien Power, and away you go with a bundle of technician cards, foreign aid markers, and military adviser tokens." This, of course, would be

followed in due course by "Police Action" and, finally, by "Escalation". ("Be the first on your block to drop The Bomb.")

But children seem to prefer that venerable war toy, the gun. Once, as I was walking past his house, a combative four-year-old aimed one at me and said, "Bang!" I patted the little rascal on the head and said sweetly, "My, my! And are you going to shoot a President when you grow up?"

STRATEGO, or, RANK HAS ITS PRIVILEGES

A popular European board game, military in its nomenclature but actually less a war game than even chess or Diplomacy, has recently made its appearance on the American market. It is called "Stratego", and seems to be derived from the Chinese board game "Junglo" which was recently described in a NEFF Games Bureau flyer.

Like "Junglo", Stratego has pieces which move one space orthogonally and which take each other in a hierarchical order: that of wild animals in the former game, and of military ranks in the latter. There are two impassible lakes in the middle of the board; and under certain circumstances the lowest-taking piece can take the highest. But Stratego is definitely the more sophisticated of the two.

Stratego is played on a board ten squares by ten; the squares having the algebraic coordinates c5, c6, d5, d6, g5, g6, h5, and h6 constitute two lakes and are impassible. Unlike the pieces in Junglo, those of Stratego are unknown to the other player until an engagement causes their rank to be revealed. Each player has, from highest to lowest rank: 1 Marshal, 1 General, 2 Colonels, 3 Majors, 4 Captains, 4 Lieutenants, 4 Sergeants, 5 Minors, 8 Scouts, and 1 Spy. In addition, there is a Flag and 6 Bombs.

Each player begins by placing the men as he pleases in the four ranks nearest him. Once placed, the Flag and the Bombs may not be moved. On his turn, a player may either move or strike. The movable pieces may move one space forward, backward, or sideways, except for the Scouts, who move like Rooks in chess. A strike can only be made at an enemy piece on the adjacent square to the front, back, or side. Both players reveal the rank of the striking and struck pieces. If the ranks are equal, both are removed from the board; if unequal, the higher-ranking piece moves into the space occupied by the lower. However, if a Spy strikes a Marshal, the Marshal is removed.

The object of the game is to strike the opponent's Flag. If a Bomb is struck, the striking piece is removed from the board and the Bomb remains. The only exception to this rule is if the striking piece is a Minor; in this case, the Bomb is removed and the Minor occupies its square.

Several strategic considerations become evident. The Flag should be surrounded by Bombs, just as the Don is surrounded by Traps in Junglo. Next to the Bombs should be pieces capable of taking any Minors that defuse them - preferably Sergeants. The Marshal and the General should be on opposite wings, with the Spy near the General in case the enemy Marshal moves in that direction. Scouts should be kept near the rear of your ranks, so they can be brought in at the end of the game after some of the enemy's Bombs have been located. Scouts to probe the enemy position, and cover each Scout with a higher ranking piece to protect it. If you have the highest ranking surviving piece on the board, strike only enemy pieces which you have seen to move, lest you lose your advantage by striking a Bomb.

KILL, OR DO SOMETHING, FOR PEACE

Tuli Kupferberg, the gadfly poet of East Tenth Street, has subtitled the 16th issue of his poetry magazine Yesh as Kill for Peace. This 108-page magazine (41 from Kupferberg at 331 E. 10th St., New York, N. Y. 10009) is crammed with cuts from war reports, atrocity propaganda, and advertisements for military goods dating back to the Spanish-American war. Included are Mark Twain's famous war poem, a dictionary of contemporary war language, the picture of a singularly phallic missile, and an inset suggesting something else you can do for peace, a word less deadly than "kill".

RUSSIAN ARMY INVADES PRUSSIA

Youngstown University
Diplomacy Club

Lafayette
Tactics Association

ENGLAND: F North Sea-Norway; A Yor-Bel;
F North Sea C A Yor-Bel.

FRANCE: A Spa-Por; A Pic-Bel;
F Mid-Spa (south coast).

GERMANY: A Ber-Sil; A Ruh-Hol; F Den-Swe.

AUSTRIA-HUNGARY: A Vie-Tri; A Bud-Ser;
F Tri-Adr.

ITALY: F Ion-Gre; A Tus-Pic; A Ven-Tri.

RUSSIA: F Bot-Swe; F Bla-Rum;
A War-Sil; A Liv-Pru.

Underlined moves are not possible. The High Combatant Powers now control the following supply centers:

Youngstown University Diplomacy Club (13)

Lafayette Tactics Association (14)

ENGLAND: Edinburgh, Liverpool, London,
Norway. (4)

FRANCE: Brest, Marseilles, Paris,
Portugal, Spain. (5)

GERMANY: Berlin, Denmark, Holland, Kiel,
Munich. (5)

AUSTRIA-HUNGARY: Budapest, Serbia,
Trieste, Vienna. (4)

ITALY: Genoa, Naples, Rome, Venice. (4)

RUSSIA: Moscow, St. Petersburg,
Rumania, Sevastopol, Warsaw. (5)

France and Germany may each establish 2 new units; England, Italy, Austria-Hungary, and Russia may each establish 1 new unit. THE DEADLINE FOR THESE WINTER 1901 ESTABLISHMENTS IS SATURDAY 2 OCTOBER 1965, but if they all come in earlier, players will be notified and a deadline date for "Spring 1902" moves will be set.

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VIENNA: In a press conference the Baron Münchhausen announced the official reaction to the recent pronouncement. Prime Minister Taxis: "We are of course disappointed that M. Taxis has seen fit to reveal the course of our secret negotiations. We are surprised that Trypheme would object to the alliance on religious grounds. Between Orthodox Russia, Druidic France, and Bokonomistic Austria, if religious concord must be had, surely some satisfaction must be obtainable from this selection!"

The Baron also commented on the state of the Army. "With the present rate of progress, we can expect to reach Berlin by Christmas. Of the year 2000 AD."

PARIS: Being that His Most Druidic Majesty Avaricius XIII is a Latin scholar of some note, it was announced today that he was severely shocked by the ignorance of the Tsar, as exemplified by his statement in Latin. "The correct construction of that sentence," he said after taking a sedative, "was 'Gaulia omnia in partes tres non divisa est.'"

Prime Minister Bolleaux was cautioned today, that should he prove to be as loose lipped about alliances as the officials of a certain other power, he would be discharged from his office (out of a cannon).

Queen Dolicia of the Belgians asked His Majesty's Government for aid against the aims of certain other countries. It shall be given!

MOSCOW: Czar Peter today insisted that he only wants peace in Europe, "Even if we have to crush our enemies into the ground to bring it to fruition."

WARSAW: It was announced that there will be an anti-war cantata contest here next year. It must be written for some combination of flutes manufactured from old gunboats. First prize will be a new gunboat.

CHILYABINSK: In a speech at the local S. P. C. A., the local catcher said, "he the hell is Prime Minister Taxis?"

TRYPHEME: Prime Minister Taxis indignantly reacted to a reporter's question

about a recent statement of a Russian official: "Who the hell is Prime Minister Taxis?"

"I have the honor to be, by the grace of God and the kind favor of King Pausole, Prime Minister, Marshal of the Palace, and Grand Eunuch of the Kingdom of Tryphene," he replied. "I was born in the Swiss canton of Geneva - not in France as one of your colleagues reported a few months ago - and, prior to my present position, have been an instructor in algebra and Protestant theology in Geneva. After I entered the diplomatic service of Tryphene, His Majesty was kind enough to find merit in my handling of certain matters, and advanced me to my present posts."

TRYPHENE: M. Lobirbe, leader of the Ligue contre la Licence des Interieurs, the larger of Tryphene's two political parties, stated for the press his view of the current international situation. "Tryphene is too small a nation to concern itself with the issues over which Europe has gone to war," he said. "Our chief concerns are domestic. King Pausole seldom concerns himself with political affairs, but I have reason to believe that he inclines towards the program of the Ligue. Taxis, on the other hand, supports the opposition, La Bonne Partie, but is forbidden by the King to proselytize his puritanical religion or suppress the liberties of the Tryphenian people."

"We are a contented people, by and large," M. Lobirbe went on, "though a few benighted persons persist in such old-fashioned notions as wearing clothes when neither the severity of the weather nor a defect of the person justifies it. I am surprised that M. Taxis concurs in the general determination to keep out of war. As a Huguenot, he no doubt regards the various religious practices of the combatant powers as unworthy of alliance. Should this conflict be transformed into a Holy War, rest assured that this religious fanatic would try to involve Tryphene in a new Crusade."

When informed of Lobirbe's comments, Taxis refused to "dignify this libertine's remarks with any reply".

1965JT

TORIES TAKE VIENNA; KANGAROOS TAKE A POWDER

San Diego Kangaroos

Scarborough Tories

ENGLAND: No moves received. F Norwegian Sea & A Yor hold; F North Sea dislodged.

GERMANY: F Hel-North Sea; F Hol S F Ol-North Sea; A Dan-Swe; A Ruh-Bel; A Pic-Bre.

FRANCE: No moves received. A Par, A Mar, A Bel, A Spa, F Por, & F Eng. hold.

ITALY: A Tri-Vie; A Tyr S A Tri-Vie; A Ven-Tri; F Ion-Gre; F Tun-Wes.

AUSTRIA-HUNGARY: No moves received. F Tyr & A Bud hold; A Vie dislodged.

RUSSIA: F Bla-Aeg; A Ban-Bud; A Ukr-Gal; A War-Sil; F Swe-Norway; A St.P S F Swe-Norway.

Underlined moves are not possible. The dislodged forces are removed from the board, since no "Fall 1902" orders were received from the San Diego team. The High Combatant Powers now control the following supply centers:

San Diego Kangaroos (10)

Scarborough Tories (20)

ENGLAND: Edinburgh, Liverpool, London. (3)

GERMANY: Berlin, Brest, Denmark, Holland, Kiel, Munich, Sweden. (7)

FRANCE: Belgium, Marseilles, Paris, Portugal, Spain. (5)

ITALY: Greece, Naples, Reno, Trieste, Tunis, Venice, Vienna. (7)

AUSTRIA-HUNGARY: Budapest, Serbia. (2)

RUSSIA: Moscow, Norway, St. Petersburg, Rumania, Sevastopol, Warsaw. (6)

Germany and Italy may each establish two new units, and England may establish one new unit. France must remove one unit. THE DEADLINE FOR THESE "INTER 1962" MOVES IS SATURDAY 2 OCTOBER 1961.

Robert Ward, captain of the San Diego Kangaroos, has recently announced an address change to Sacramento. In accordance with the rules of Team Diplomacy (see GRAUSTARK #54, p. 5), his team's 3 copies of GRAUSTARK will continue to go to him. The mechanics of internal communications among the Kangaroos shall be left to their own arrangements.

PARIS: After several abortive attempts to take Calais, Gen. Potkoff has been ordered to get his army, or rather what's left of it, out of this city within 48 hours. The local populace is complaining about the scarcity of hospital space of which there isn't enough to meet their own needs. As one spokesman put it, "The city just can't support another assault on its hospitals." Perhaps the good General can find better quarters in Prague.

ROME: Rumours have been spreading about the countryside to the effect that there are a few Albanian fighters off the coast. However, the local authorities have taken the necessary precautions and ordered a gun boat out to investigate.

MUNICH: All roads leading east are congested with refugees fleeing the cities in the wake of an expected French invasion. Merchants are taking all goods with them that they can possibly carry. Coming from the large number of beer kegs in the possession, the French will find Munich a dry one.

BERLIN: The Kaiser has declared martial law in the panic-stricken areas to the southeast and has dispatched troops to the area to ease the situation. "There can be no French invasion," he remarks, "when the youth of the Fatherland are roused at the very gates of Paris itself."

THE DIPLOMACY DIRECTORY: ADDENDA AND CORRIGENDA

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19650 - Bornio Kling, Lusitania

E - Earl Refusal
 F - Dan Brannan
 G - Bill Bogert
 I - John A. McCallum
 A - Conrad von Metzke

The newest postal Diplomacy bulletin is Lusitania, published by Bornio Kling, 237 S. Rodeo Ave., Beverly Hills, Calif. Like GRAUSTARK, it is 10 issues for \$1.00. The players in the five-man Lusitania game, 19650, are listed to the left.

GRAUSTARK, the oldest bulletin of postal Diplomacy, is 10 issues for \$1.00 from John Boardman, 592 16th Street, Brooklyn, N. Y. 11218. The rules of postal Diplomacy may be found in the 55th issue, and the rules of Team Diplomacy in the 54th. Back issues from #43 are available at the same rate. Entries are now being received for another postal Diplomacy game at \$2 each, first paid, first entered.

Press releases for the combats presented herein are solicited, not only from the players, but also from any neutrals who care to venture their comments on the progress of the war.

Also available from the publisher of GRAUSTARK:

POINTING VECTOR, a newsletter of fact, comment, and opinion (5 issues for \$1.00), and
 KID KILL, a science-fiction and fantasy fanzine (5 issues for \$1.00).